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Respectfully submitted,

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IN THE UNITED STATES PATENT AND TRADEMARK OFFICE

In re Application of:

INAGAKI et al.

Application No.: Unassigned Art Unit: Unassigned
Filed: April 27, 2001 Examiner: Unassigned
For: GAME MACHINE

SPECIFICATION, CLAIMS AND
ABSTRACT AS PRELIMINARILY AMENDED

Amendments to the paragraph beginning at page 1, line 6:

This invention relates to game machines such as a pachinko game machine (pinball-like game machine of Japanese origin) comprising a display means for displaying game-related designs and control means, such as a microcomputer, for controlling the display.

Amendments to the paragraph beginning at page 1, line 11:

A type of pachinko (spring-driven steel ball) game machine has been on the market, in which a display means is provided to show variation display of symbols when specific conditions are met (hereinafter called "special symbols"), and advantage is given to the player if the variation display stops at a specific combination of the special symbols. In recent years, many electric display devices ~~are~~ have been used such as liquid crystal display devices capable of showing various production (dramatic) displays.

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Amendments to the paragraph beginning at page 1, line 18:

Concerning such game machines, the greatest concern of the player is whether the variation display stops at a special game state, the so-called "big hit," a combination of special symbols, favorable for the player. The combination of the special symbols is, for example, a set of three identical special symbols like "7-7-7." Therefore, the player ~~is~~ has to carefully trace visually the special symbols shown as variation display.

Amendments to the paragraph beginning at page 1, line 24:

However, since the variation display of the special symbols is made at a high speed, actually the player is ~~like~~ visually tracing invisible designs. Also, until the result of ~~stop~~ stopping of special symbols appears, the process is monotonous and not ~~a~~ fun at all, and the player is bored. As the player visually traces the special symbols moving at high speeds, the player may suffer eyestrain.

Amendments to the existing claims:

1. (Amended) A game machine comprising:
~~a display~~ means for displaying a special symbol indicating a shift to a special game state if a variation display stops at a specific ~~form~~ arrangement and for displaying a game-related production display; and
~~a control~~ means for determining ~~the stop result~~ results of stopping of the variation display and controlling the display of the display means for displaying according to the determination; results, the control means being constituted to be adapted to control for determining controlling the display means for displaying to perform produce a production display of producing a scenario of a game-related production display from its a beginning to its an end of the scenario during a period from a start to an end of the variation display.

2. (Amended) ~~A~~ The game machine according to claim 1, wherein the end of the scenario indicates whether to shift to the special game state.

3. (Amended) ~~A~~The game machine according to claim 1 or 2, wherein the ~~control~~
~~means for determining is constituted to control~~ controls the display means for displaying
~~so that the production display becomes such that contents of the scenario progress~~
progresses according to a stop timing in stopping of the variation display.

4. (Amended) ~~A~~The game machine according to claim 1 or 2, wherein said
~~control means is constituted to control~~ for determining controls the display means for
displaying so that the production display becomes such that contents of the scenario
progress progresses irrespective of a stop timing of stopping of the variation display.

5. (Amended) ~~A~~The game machine according to claim 3, wherein the ~~control~~
~~means is constituted to change~~ for determining changes the production display to show an
evolution of the contents of the scenario when a state of the game becomes a Reach state
which indicates a shift to the special game state if the variation display stops one more an
additional, second special symbol at a second specific stop arrangement.

6. (Amended) ~~A~~The game machine according to claim 5, wherein the evolution
~~of the contents of the scenario is indicated by changes in a background shown as~~ of the
production display.

7. (Amended) ~~A~~The game machine according to any one of claims claim 1 to 6,
~~wherein a progress form of the scenario shown with the production display is different by~~
changes with a type of production designs or combination thereof design.

8. (Amended) ~~A~~The game machine according to any one of claims claim 1 to 7,
~~wherein the production display suggests moving on to the special game state with one of~~
a type of the production designs or with design and an appended design indicated as
appended to the a production designs design.

9. (Amended) ~~A~~The game machine according to any one of claims claim 1 to 8,
wherein the ~~display means is constituted with~~ for displaying includes a display zone for
the production display ~~greater~~ larger than a display zone for the variation display of the
special symbol.

10. (Amended) A game machine comprising:
~~a display means for displaying designs related to a game; and~~
~~a control means for controlling a display on the display means; for displaying,~~
wherein the control means is constituted to be adapted to perform for controlling
produces a production display of ~~producing~~ a process from a beginning to an end of a
scenario, and ~~to control controls~~ the display means for displaying to display an indication,
with a specific arrangement, that the game ~~moves on~~ has moved to a special game state
when at the end of the scenario ~~indicated with the production display becomes as~~
specified.

11. (Amended) A game machine readable recording medium recording a game
program, wherein the game program ~~gives the controls a game machine a function of~~
permitting to permit a player to play a game ~~by~~ displaying a special symbol indicating a
shift to a special game state if a variation display stops at a specific state, and ~~a function~~
of displaying controls display of a production from a beginning to an end of a scenario
during a period from ~~a start starting to a stop stopping~~ of the variation display.

12. (Amended) A game machine comprising:
~~a display means for displaying game-related designs including a special symbol~~
indicating a shift to a special game state if a variation display stops at a specific
arrangement, and including a production design indicating a probability of shifting to the
special game state; and
~~a control means for controlling a display on the display means; for displaying,~~
wherein the control means being constituted to control for controlling controls the display
means performing for displaying to produce a suggestion display of relationship between
the production design and the probability of shifting to the special game state.

13. (Amended) ~~A~~The game machine according to claim 12, wherein the suggestion display indicates which production design has a high probability of shifting to the special game state.

14. (Amended) ~~A~~The game machine according to claim 12 ~~or 13~~, wherein the suggestion display shows a design identical to the production design ~~or one relating thereto~~ related to the production design.

15. (Amended) ~~A~~The game machine according to ~~any one of claims claim 12 to 14~~, wherein the suggestion display ~~is performed with~~ includes an animated image.

16. (Amended) ~~A~~The game machine according to ~~any one of claims claim 12 to 15~~, wherein the suggestion display is shown when the game is not being played ~~or and, if being played~~, when the variation display of the special symbol is not shown.

17. (Amended) A game machine readable recording medium recording a game program, wherein the game program ~~gives the controls~~ a game machine ~~a function of permitting to permit~~ a player to play a game while displaying game-related designs including a special symbol indicating a shift to a special game state if a variation display stops at a specific arrangement, and including a production design indicating a probability of shifting to the special game state, and ~~a function controls production of performing~~ a suggestion display of relationship between the production design and the probability.

Amendments to the abstract:

ABSTRACT

A game machine ~~comprises~~ includes a display ~~means~~ 3a for displaying ~~on predetermined in respective zones 50L, 50C and 50R~~ a special symbol indicating shifting to a special game state, if ~~the variation~~ a varying display stops at a specific state, and game-related designs, including a production design indicating the probability of shifting to the special game state ~~and comprises~~. The game machine includes a control ~~means for~~

determining the ~~stop~~ result of stopping of the ~~variation~~ varying display and controlling the display ~~of the display means 3a~~ according to the determination. The control ~~means~~ controls the display ~~means 3a~~ to ~~perform~~ produce a production display ~~of producing a~~ scenario from ~~its~~ beginning to the end ~~during the period from the start to the end~~ of the ~~variation~~ varying display in the ~~predetermined~~ zones ~~50L, 50C and 50R~~. Furthermore, the display ~~means performs~~ produces a suggestion display of relationship between the production design and the probability of shifting to the special game state.

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Examiner: Unassigned

For: GAME MACHINE

CLAIMS PENDING AFTER PRELIMINARY AMENDMENT

1. A game machine comprising:

means for displaying a special symbol indicating a shift to a special game state if a variation display stops at a specific arrangement and for displaying a game-related production display; and

means for determining results of stopping of the variation display and controlling the means for displaying according to the results, the means for determining controlling the means for displaying to produce a production display of a scenario of a game-related production display from a beginning to an end of the scenario during a period from a start to an end of the variation display.

2. The game machine according to claim 1, wherein the end of the scenario indicates whether to shift to the special game state.

3. The game machine according to claim 1, wherein the means for determining i controls the means for displaying so that the scenario progresses according to timing in stopping of the variation display.

4. The game machine according to claim 1, wherein said means for determining controls the means for displaying so that the scenario progresses irrespective of timing of stopping of the variation display.

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5. The game machine according to claim 3, wherein the means for determining changes the production display to show an evolution of the scenario when a state of the game indicates a shift to the special game state if the variation display stops an additional, second special symbol at a second specific arrangement.

6. The game machine according to claim 5, wherein the evolution of the scenario is indicated by changes in a background of the production display.

7. The game machine according to claim 1, wherein progress of the scenario shown with the production display changes with a production design.

8. The game machine according to claim 1, wherein the production display suggests moving on to the special game state with one of a production design and an appended design appended to a production design.

9. The game machine according to claim 1, wherein the means for displaying includes a display zone for the production display larger than a display zone for the variation display of the special symbol.

10. A game machine comprising:
means for displaying designs related to a game; and
means for controlling a display on the means for displaying, wherein the means for controlling produces a production display of a process from a beginning to an end of a scenario, and controls the means for displaying to display an indication, with a specific arrangement, that the game has moved to a special game state at the end of the scenario.

11. A game machine readable recording medium recording a game program, wherein the game program controls a game machine to permit a player to play a game displaying a special symbol indicating a shift to a special game state if a variation display stops at a specific state, and controls display of a production from a beginning to an end of a scenario during a period from starting to stopping of the variation display.

12. A game machine comprising:
means for displaying game-related designs including a special symbol indicating a shift to a special game state if a variation display stops at a specific arrangement, and including a production design indicating a probability of shifting to the special game state; and

means for controlling a display on the means for displaying, wherein the means for controlling controls the means for displaying to produce a suggestion display of relationship between the production design and the probability of shifting to the special game state.

13. The game machine according to claim 12, wherein the suggestion display indicates which production design has a high probability of shifting to the special game state.

14. The game machine according to claim 12, wherein the suggestion display shows a design identical to the production design or related to the production design.

15. The game machine according to claim 12, wherein the suggestion display includes an animated image.

16. The game machine according to claim 12, wherein the suggestion display is shown when the game is not being played and, if being played, when the variation display of the special symbol is not shown.

17. A game machine readable recording medium recording a game program, wherein the game program controls a game machine to permit a player to play a game while displaying game-related designs including a special symbol indicating a shift to a special game state if a variation display stops at a specific arrangement, and including a production design indicating a probability of shifting to the special game state, and controls production of a suggestion display of relationship between the production design and the probability.